

ABSTRACT OF THE DISCLOSURE

5 A graphics system comprising a set of rendering processors and a series of
filtering units. Each of the rendering processors couples to a corresponding one of the
filtering units. Each rendering processor $RP(K)$ is configured to (a) generate a stream of
samples in response to received graphics primitives, (b) add a dither value D_K to a data
component of each the samples in the stream to obtain dithered data components, (c)
10 buffer the dithered data components in an internal frame buffer, and (d) forward a
truncated version of the dithered data components to the corresponding filtering unit. The
filtering units are configured to perform a weighted averaging computation on the
truncated dithered data components in a pipelined fashion to determine pixel data
components.